

Hoodwink #25

'A Dip Zine for Purists'

Stven Carlberg, Editor, Publisher and Gamemaster.

1939 Windemere Drive, Atlanta, Georgia 30324-4919. Phone 404/607-9157.

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House Rules '92

First, of course, the game *is* played by mail. I prefer to get your orders in writing, in the mail. (Fax/modem capability seems likely before the end of the year, and when that happens, that'll be fine, too.) If you *must* phone your orders in, please do so no later than 9:00 p.m. on the night *before* the deadline. If you get my answering machine, leave the orders on the machine; don't ask me to call you back, because... I won't! Early orders are always appreciated, and of course you're entitled to change your orders any time up to deadline.

I'm quite serious about deadlines. In some zines you get a day or two leeway after the announced deadline. In **Hoodwink** you do not. My normal production routine gets me home with printed copies of the zine before I even see the next day's mail. This really works to your benefit, as you can expect to see each new issue within a week of the deadline. If your copy is more than a week late, notify me without delay!

Deadlines run four to five weeks apart, depending on my personal schedule. The current issue is your only sure guide to what the next deadline is.

Failure to Submit Orders

The bane of the postal game is the NMR (No Moves Received). The usual procedure after an NMR is to name a "standby" player to submit orders for the next turn; these will be used if the original player fails again to submit moves. If the standby's orders are used, he becomes the player of record and the original player is out of the game. In **Hoodwink**, I don't call a standby if the position in question has fewer than three units or supply centers. In that case, the second consecutive NMR sends the country into Civil Disorder (units forced to retreat are removed from the board). This is like the rulebook definition of CD, except that as GM I will order CD units to support each other if they can. Also, if as GM I must decide which unit to remove from a CD position, I may do so on a thumbnail defensive basis, without prejudice to any player still in the game.

That's what happens at the end of the trail for an NMR. At the *beginning* of the game, I use some special rules to ensure that all seven Great Powers are properly represented at least through

1901. If you fail to get orders in for any season up through Winter 1901, two things happen: (a) a delay of game and (b) your payment of a \$5 fine. This money is applied to a one-issue extension of the **Hoodwink** subscription of each player in the game, so that you are paying everybody back for the issue wasted by the delay.

The point of this is not for me to collect fines, but for you to avoid like the dickens missing a deadline!

I reserve the right to drop a player from the game and/or the zine if he shows repeatedly that he will not meet deadlines on his own recognizance.

Deception of the GM and impersonation of the GM are another couple of offenses heinous enough to be thrown out for. I can think of others.... but don't force me to!

Season Separations

Winter is always conducted separately in 1901. Otherwise, Autumn retreats, Winter adjustments, and Spring moves will be submitted together; and Summer retreats and Fall moves will be submitted together. Orders contingent on results of previous seasons are permitted and recommended. The GM may declare a separation of seasons, and I do *try* to anticipate situations where a separation will be desirable, since it is so much easier on the players not to have to write a lot of contingent orders when seasons are being separated anyway. Request of three players is also sufficient to get seasons separated.

Press

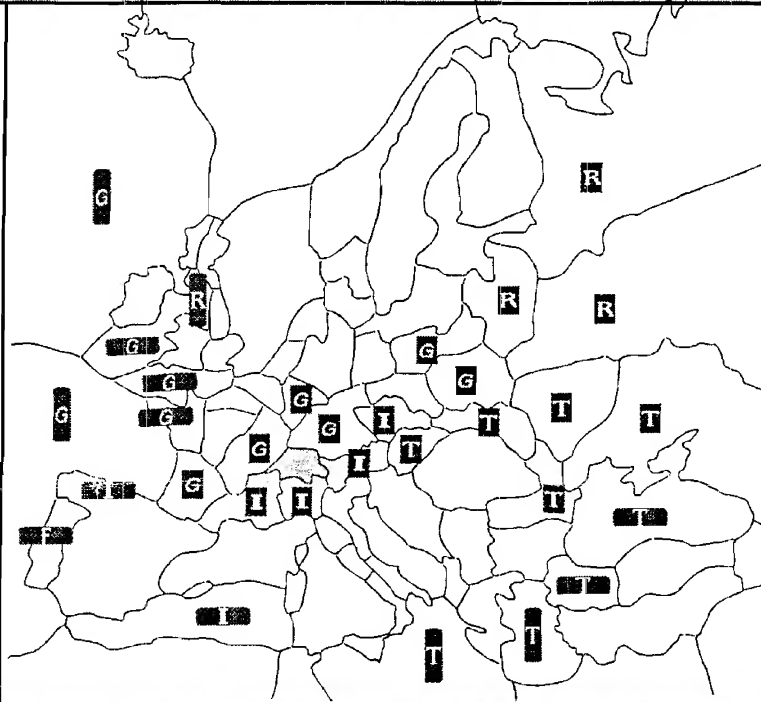
Game press in **Hoodwink** is "off-white," by which we mean that you *may* write anonymously, but you may not pretend (as in "grey" or "black" press) to be another player.

I think that covers all the important points. Your questions and comments are welcome. Naturally some seat-of-the-pants decisions will have to be made from time to time, and I'll try to apply good common sense in making them. Feel free to let me know how I'm doing. And now, on with the games!

Marie Galante ~ Diplomacy 1991AJ -- Summer/Fall 1907

**FRENCH
FLIP-FLOP
FAILS FROGS**

**HUNS HUGER
AT ALLIES'
EXPENSE**



*
Supply Centers
*

France: 1
POR, -SPA

Germany: 13
MUN, BER, KIE, HOL,
BEL, DEN, SWE, EDI,
NWY, PAR, LON,
+WAR, +BRE

Italy: 7
ROM, VEN, NAP, TUN,
MAR, TRI, -BRE, +SPA

Russia: 3
MOS, STP, LPL, -WAR

Turkey: 10
CON, ANK, SMY,
RUM, BUL, GRE, BUD,
SER, VIE, SEV

France (+0):	(John Schultz) <u>F POR-SPA(s)</u> , <u>A GAS</u> sup F POR-SPA(s) (annihilated)
Germany (+2):	(Stan Johnson) <u>A BUR-MAR</u> , A MUN hold, A RUH sup A MUN, A SIL-WAR, A PRU sup A SIL-WAR, A PAR-GAS, F BRE sup A PAR-GAS, F ENG hold, F MAO sup <u>FA GAS-SPA</u> (no such order), F IRI sup F MAO, F NAO sup F MAO
Italy (+1):	(George Inzer) F SPA(n) hold, <u>A MAR</u> sup F SPA(n), A PIE sup A MAR, F WME-MAO, A BOH sup TA VIE-GAL (no such order). A TYO sup A BOH
Russia (-1):	(Mike Gonsalves) Retreat A WAR-LVA. A MOS sup GA SIL-WAR, A LVA sup A MOS, A STP sup A MOS, F LPL hold
Turkey (+1):	(Gene Gesner) <u>A WAR-MOS</u> (annihilated), A UKR sup A WAR-MOS, A SEV sup A WAR-MOS, A RUM-GAL, A VIE sup A RUM-GAL, A BUL-RUM, F GRE-ION, F AEG hold, F BLA-CON, F ARM-BLA

France to All the Great Powers of Pique but Germany:

You see... I got this cousin named Schultzie who works as Foreign Minister to Kaiser Pompousness of Austria. I've been listening to this cousin snivel for years about his mistreatment at the hands of this despot. No big deal. Let him snivel. Except for two things. No kin of mine will ever toady to the likes of him, and I will accept no reference to any kin of mine as large or trembling. We're *not* fat. Just big-boned. The point? Schultzie will get your men close enough to stick a poison dart in Pompousness' neck and I'll pay a million-mark bounty. Then I'll stick Schultzie in Dip-prison my own self.

Turkey to Italy: Thanks for the vote of confidence.

Turkey to Germany: I'm not real interested in a 3-way with Russia.

Turkey to All: This is getting to be a habit. Due to eight days of disaster work and five days of a finance conference, I've not had much time to write lately. Of course, I noticed only one person wrote me, so maybe it's common. Believe the reports on Homestead. The Salvation Army is making

a two-year commitment to helping with the reconstruction effort.

Germany to Turkey: So what do you want, a medal or a chest to pin it on? It may escape your notice, but I'm attacking Italy, a much bigger power than Russia, who you were afraid to attack.

Italy to Germany: What? You mean honesty is *not* the best policy? That's almost as big a blunder as moving to the north coast of Spain. What was I thinking anyhow?

Italy to Turkey: He-e-l-l-p!!! Send those fleets westward. The Huns are coming! The Huns are coming!!

Italy to Germany: Was it something I said?

Italy to France: It was nothing personal. I'm just running for my life. Too bad you fouled up your orders a couple of moves back. That's how I got Brest in the first place. But now the Germans got it and a whole lot more. *sigh*

Italy to Turkey: Go get them dots, Tiger!! And send them fleets west before it's too late!

Italy to Germany: So, how about a nice 4-way, then? G/R/I/T?

The Dread Letter Office

Scattergories!

Hurry, hurry, hurry! Step right up, folks, and try your luck! The game's not fixed — it's never been broken! Answers which were duplicated and thus fail to score are asterisked:

Things that are lost: dime*, divine favor, driver's license, doubloons, Dukakis campaign, Dip games*, Dutchman Mine, damsel's virginity, diamonds, dog toys, dukedoms, directions
Flowers: dahlia*, Dutchman's breeches, daisy*, dandelion*, dwarf dahlia(?), daffodil

Movies made from books: The Diary of Anne Frank, Dog Day Afternoon, Deliverance, The Dead Zone*, Diggstown, Doctor Zhivago, David & Goliath(?), Dr. No, Day of the Triffids, The Deep, Dracula, Damnation Alley

Famous Americans (deceased): Daniel Boone, Ignatius Donnelly, Davy Crockett, D. B. Cooper, D. W. Griffith, Douglas MacArthur, Douglas Fairbanks, Dwight D. Eisenhower, DeWitt Clinton, Philip K. Dick, Daniel Webster, Frederick Douglas, Dred Scott, Clarence Darrow, Diamond Jim Brady

Words containing only one vowel: deft, dawn, dark, dusk, dog, drab*, drank, did, dolt, dwell, drown, djinn

Games: Dogfight, Doctor, Drop in the Bucket/Ocean*, Draughts*, Deviant Dip, Dune, Dispatch, Donkey Kong, Diplomacy, Dominos, Double-Deck Partnership Pinochle, Dungeons & Dragons

Political issues (2 words or less): deadbeat dads, defoliant use, disabled rights, Democratic Socialism, death penalty, deforestation, Dardanelles access, dominant competitors, drug (legalization), domestic policy, détente, dredging wetlands, defense dismantling, draft dodging

Nicknames: Dizzy*, Dogbreath(?), Domer, Dingleberry, Dodgers, Doughboy, Dreamy, Duke, Doobster, Dreamer Dan, Dandy Don, Davey

Types of businesses: dog grooming, decorator, dude ranch, dining establishments, diaper service, desktop publishing+, daguerreotype studio, dolphin training, dog tracks, dating service, door repair, diagnostician, dry cleaning, driving school, direct mail

Things at a restaurant: dishwasher, dim sum, dinner roll, drive-through window, dinner, dumbwaiter, drop safe, dead fish, drinks, dinner menu, dairy products, drain, diet drinks, diners, Diners' Club cards

Popular singers or groups of the 1990's: Dwight Yoakam, Deee-lite*, Divinyls, David Bowie*, Depeche Mode, Def Leppard, Dr. John & the Thunderbirds(?), Bob Dylan, Dinosaur Jr., Dapper Dans of Disneyland(?), Democrats(?)
Computer terminology: data*, display, data compression, debug, desktop publishing+, default drive prompt, data transfer rate, database, DRAM, down, disk drive

Thanks for playing: Jack McHugh, Stan Johnson, Douglas Kent, Lawrence Watt-Evans, Andrew York, Pete Fuchs, David Schlosser, Matt Miller, Stven Carlberg, Ward Batty, John Schultz, Brian Cannon, Michael Alterio, "America"

And our winner this issue..... (a drum roll, please!).....

Lawrence Watt-Evans
with 11 unduplicated answers!

Our thanks and a free issue of **Hoodwink** to the persistent and perspicacious player, Mr. Watt-Evans! This was closely fought! Several entrants finish with 10: Andrew York, Mark Lew, "America," Ward Batty, and Michael Alterio.

Notes on borderline answers: Insults are not nicknames. Sometimes an insult sticks and becomes a nickname. Does the person who submitted it actually know someone called "Dogbreath"?

Do "dwarf dahlias" really exist? And if so, are they really different from regular dahlias?

I haven't heard of a movie called *David and Goliath*, and even if there were one, I'd doubt that it was made from a book rather than just *part* of a book, the Bible.

Are Drop in the Ocean and Drop in the Bucket the same game? I suspect they are, but correct me if I'm wrong.

I've heard of Dr. John, and I've heard of the Fabulous Thunderbirds, but who are Dr. John and the Thunderbirds?

There are several variations on double-deck pinochle. Would those of you who play it mind sending me your rules? (And by the way, who has rules for Probe?)

Remember, don't use the same answer in two categories!

Ready for the next round? Your letter this time is **I**, and your categories are:

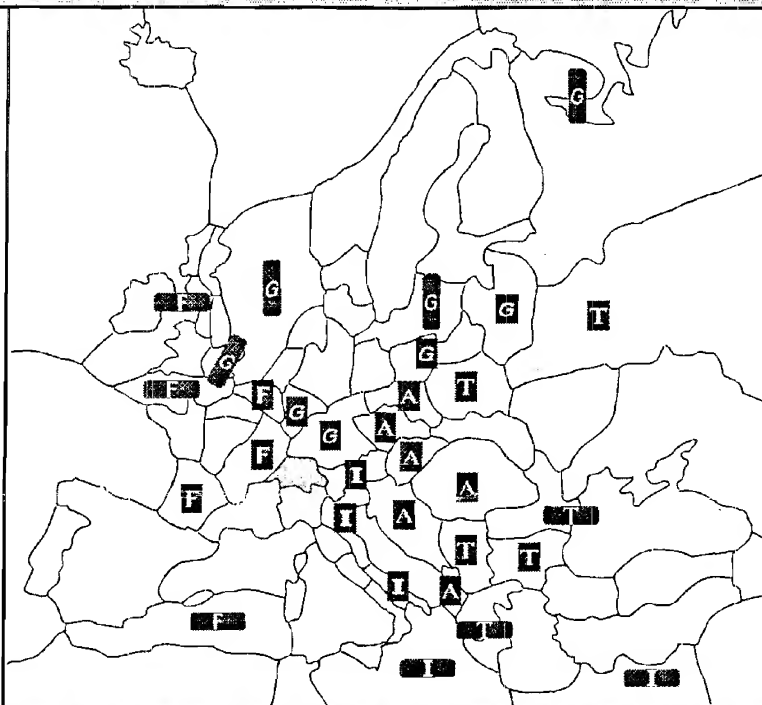
Places with more than 500,000 population (1990)
Famous poets or dramatists
Words associated with sleep
Things that are salty
Movies made in black and white
Foreign words or phrases in common U.S. usage
Political issues (2 words or less)
Medications
Words ending in "O"
Things that are cold
Mythological characters
Vehicles

Good luck, and may the ablest abecedarian win!

Hotspur ~ Gunboat Diplomacy 1990 HWrb32 ~ Summer/Fall 1999

GERMANY AND FRANCE NEAR STATE OF WAR

TURK SOAKS UP DOTS WHILE A-H ORATES



Supply Centers

*

Austria: 3
BUD, VIE, +TRI, -SER,
-MUN, -RUM, -WAR

England: 0
-LPL

France: 7
PAR, BRE, MAR,
SPA, POR, -LON,
+LPL, +BEL

Germany: 10
BER, KIE, HOL, DEN,
SWE, EDI, NWY, STP,
-BEL, +MUN, +LON

Italy: 4
ROM, NAP, VEN, TUN,
-TRI, -GRE

Turkey: 10
CON, ANK, SMY, BUL,
SEV, MOS, +RUM,
+SER, +WAR, +GRE

Austria (-3): A ALB sup TF AEG-GRE, A GAL-BOH, A TRI hold, A VIE sup A TRI, A BUD sup A TRI, A WAR-SIL

England (-0): (CD) No units

France (+1): A PIC-BEL, A BUR sup A PIC-BEL, F ENG sup A PIC-BEL, F LPL hold, A SPA-GAS, F MAO-WME

Germany (+2) F NWG-NTH, F NTH-LON, A STP-LVA, F NWY-STP(n), A BER-PRU, F BAL sup A BER-PRU, A RUH-BEL, A MUN-BUR

Italy (-1): Retreat A TRI-VEN. A VEN-TRI, A TYO sup A VEN-TRI, A APU-VEN, A GRE-ALB (annihilated), F ION-EME, F ADR-ION

Turkey (+4): A MOS-WAR, A SEV-MOS, F AEG-GRE, A BUL sup F AEG-GRE, A SER sup F AEG-GRE, F RUM hold

GM to Europe: The game goes on, as all proposals fail: A/F/G/I/T, 3 No, 1 Yes; A/T, 2 No, 2 Yes; F/G, 2 No, 2 Yes; F/G/T, 1 No, 3 Yes; and G/T, 1 No, 3 Yes. Austria requests his Yes be made public on the A/T, F/G, F/G/T and G/T. I also got two Yes votes for an F/G/I/T, which had not been proposed.

New proposals: A/F/G, A/F/G/T, A/F/T, F/G, F/G/T, F/T. Remember that "No Vote Received" does not equal a No vote.

This looks to me like a good time for a season separation. Winter 1909 adjustments and votes on proposals only for next time, please. Send press for Winter 1909 only.

Turkey to Europe: I continue to be amazed at the spectacle of nations larger and more powerful than my own talking about "the eastern menace" and the like. I also find it uncomfortable. I'm voting for three of the proposed draws, to forestall any claims that I'm a maniac who won't be satisfied with anything but a solo victory.

Turkey to Austria: Thank you. I did send you press last time that seems to have vanished; please don't think I wasn't properly appreciative.

Turkey to Italy: I've probably gone too far to be trusted, haven't I? By attacking Greece, I mean. I'm afraid the temptation was just too great — I mean, given the current distribution of forces, there just wasn't anything else for my three southern units to do that

made any sense at all, and I couldn't bring myself to leave them just sitting there in hopes of reclaiming the good will I'd squandered last turn. If you're still willing to talk to me, I'm listening.

Turkey to Germany: As you say, what else can I do? (Actually, I could have passed up Austria's offer and stuck with Italy — I'd still have gotten Serbia. Maybe I should have. Who to trust, who to trust? It's all so confusing!)

Turkey to France: What, you aren't even *talking* to me? Press to every other surviving player, and not a word to me? My little feelings are hurt!

France to Europe: Sorry, no time for much press this time.

Paris to Berlin: Just what I said I'd do. Hope you avoided temptation and stayed out of London. Suggestion: Put a fleet in the NAO where I can destroy it next year; you retreat OTB and build an army.

Austria to France: There may be a way for me to survive this? Not really. In the few lucid moments left to me, here in this brittle shell of a body I have dragged to wreck and ruin the grand debauch that is my life, there is no noble option but utter self-immolation. Consider: Munich is a phantom build, indefensible versus all but German fallibility. Likewise Warsaw. To hold it I must leave a unit there. Thus, it is no use to me. So, I have

4 centers, 4 units, to defend versus I/T's 12. I see no French unit closer than 3 seasons from aiding me. You will not dare move your fleets south while 4, count them, 4!! German fleets sail from Saint Pete to Suffolk. You will not round the Swiss horn while Germans patrol the border near Burgundy. Therefore: I have the tattered deck of History in my hand. I can deal the hand as I see fit. I can influence the future. I cannot rule the world, but can point to those who will. I so choose.

Austria to Germany: Much of my French release pertains to you. You write a pretty press, sir! No, you did not attack me, no, "the West" did not. Italy did, and in my eye it was the same. There will be no Austrian army exhibiting the spirit of Thermopylae, the spirit of Dunkirk, the spirit of Anzio or any other noble defensive effort, the benefits of which were for other nations in the end. If we shall sell our souls for others' victory, it shall be in the striking vein: The Light Brigade, The Old Guard, the sweetness of Little Big Horn, and that heart of courage that led the first standard onto the southern beaches of Britain, that led Caesar to his greatest conquest. You and France fear one another's treachery too much to aid me. I fear a death that gave the world no direction and was therefore meaningless, that will be meaningless to future Austrians, without a country, without heroes. We will have a hand in the new world's order.

Austria to Turkey: Please leave me with three armies so I can carry my offensive into northern Italy. I ask that you not eliminate me until he has died first. As I take Italian centers, then feel free to reduce me by such an amount. Build your fleets to force the Med. France is scared of Germany's navy. I'll tie up Italy around Venice so you can take Tunis, Naples, Rome. I'll also block Germany's entry to the BOH/TYO/SIL stalemate line as best I can. Good fortune.

Austria to Italy: When I swing around, I mean to avenge myself upon you.

Berlin to Paris: I want to believe you. My brain says you're talking sense. You sound good. But your moves just don't match up. You want some builds to attack Turkey? Then what the heck are you doing wasting a turn with F MAO? Why should I give you centers if you're just going to have your units sit around with their thumbs in their ears? There's a war on!

I don't know how things will have gone this turn. I may have taken London or held onto Belgium. For both our sakes I hope you get one or the other. I don't want war with you. I can't afford a war with you. Austria and Turkey are breathing hard down my neck, and Italy waits in the Tyrolean wings as well. Note well my moves. Note that F NWY is heading into Russia, not westward. F NWG backstops F NTH — it does not take NAO.

Yes, I have four fleets to your three. You could have had four, too, had you wanted to build one last winter! But note that fully half my navy is involved in defending myself against the attack from the east — and this is likely to be the case in the future. In other words I have, potentially, two fleets to use against you if I wanted to. Not much of an attack, really. With the bulk of my armies needed to defend my land frontier, what's your worry?

I said everything I needed to say last turn. If anything, the situation that confronts us is even more grim than last time, since the Austrian has made it clear *by deed* that he intends to throw dots at the Turk. There are no more dots in the west, unless you intend to continue cannibalizing German centers. You *must* move into the Med, or we will have to fight. Know this: if instead of choosing my alliance you decide to chew up my rear, I will match the Austrian in the accuracy and velocity of dot-throwing! I have no intention of being France's "strong bulwark" against Turkish barbarism.

What I would like is a French/German alliance. We can easily sweep the board. But we've got to get moving. I'll be requesting a season separation after this turn, and I suggest you do the same. We may have quite a lot of talking to do. I don't know how this turn will leave the map, but I suggest that we try to work things out on the basis of my proposals last turn: you take EDI and I keep BEL, and our forces withdraw to leave DMZ's in NWG, NTH, ENG, PIC, and BUR. You move immediately to the Med with all deliberate speed. I will attack overland through Russia, while with your naval forces you develop an attack through Italy and Austria. I build no more fleets. You build no more armies, at least until it is clear you need them for the Italian/Balkan campaigns.

I did not want to make the moves I did. But the lack of movement by F MAO put a visceral fear into me! With any luck we can get disentangled, you can gain one center (i.e., EDI in exchange BEL/LON), and we can get this attack on the East moving again, full speed ahead.

Berlin to Rome: Okay, maybe I *will* aid you against France. France is obviously my first choice for an ally, and if we are able to work something out I can't be much help. But it's just possible that France is pulling a fast one, in which case I guess of necessity we will suddenly find more common cause. Personally, I'm ready to throw my dots to the Turk if the Frenchman proves foul — what about you? Neither of us will be able to pull this one off as long as a cannibal with designs on our rear ends sits right behind us.

Berlin to Vienna: Get a grip! You are just not dead yet! For all you know, you may have even held onto Munich! This game is not over for you — and given the eagerness of us players to end this one quickly in a draw, if you stick it out you might even end up with a place in the draw. What did Germany *ever* do to deserve this sort of shabby treatment from what is in reality a sister nation?

You'll note I didn't provide the support I said I would. If you availed yourself of it anyway (doubtful, given your moves last turn and antipathy toward "the West") and it would have succeeded (even more doubtful — I strongly suspect the Turk will have supported Moscow), then I apologize. If you did make a move on Moscow that will prove solid evidence of a change in your heart and, barring further Austrian intrusion in the TYO/BOH/SIL area, it will give the German warlords something to think about for next turn. As long as France remains willing to ally with Germany, Germany remains ready, nay eager, to help Austria defend herself against the foul Turk. But if France proves deceitful, then heck, you and Turkey can have my dots.

Berlin to Constantinople: Junior Barnes...you *gunky*!

An Appeal to World Opinion from the Friendly Folks in Rome: From reading the world press, especially from Germany and Turkey, one would think that the Italian government had committed heinous crimes against humanity. The truth as we see it is very different from the propaganda being spread around about us Italians.

We feel that our actions were encouraged by those who are most critical of us now. Turkey was begging for our intervention. Germany didn't seem to be at all comfortable with the unstable Austrian government.

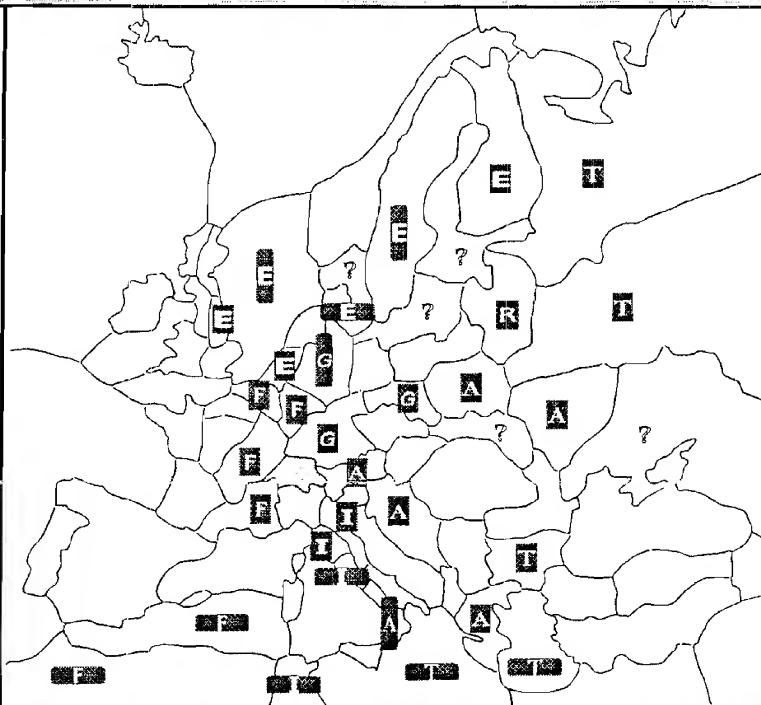
We will admit to making some miscalculations. It never occurred to us that Germany would allow Austria to own Munich for so long. We didn't anticipate the Turkish loss of Rumania. So we had hoped to reduce Austria to a 3- or 4-center power on that move and it seemed to be worth the risk.

O.K., so we were wrong. Turkey is switching sides yet again. Germany is playing his usual "Let's you and him fight" game. And Italy is being left to twist slowly in the wind.

Pique ~ 1992N ~ Summer/Fall 1903

**TSAR DOWN TO
HIS LAST
CHANCE**

**GERMANS AND
ITALIANS STILL
HOLDING ON**



Austria: 8
VIE, BUD, TRI,
SER, GRE, RUM,
+NAP, +WAR
England: 7
LON, LPL, EDI,
NWY, DEN, -STP,
+HOL, +SWE
France: 6
PAR, BRE, MAR, SPA,
POR, BEL
Germany: 3
BER, KIE, MUN, -HOL
Italy: 3
ROM, VEN, TUN,
-NAP
Russia: 1 or 0
-MOS, -WAR, -SWE,
+SEV?
Turkey: 6 or 7
CON, SMY, ANK,
BUL, +MOS, +STP,
-SEV?

Austria (+2): (Peter Baker) A RUM-UKR, A WAR sup A RUM-UKR, A SER-GRE,
F NAP sup TF EME-ION, A TYO-PIE, A TRI-TYO
England (+1): (Steven McKinnon) A YOR hold, A HOL sup FA BUR-RUH,
F NTH sup A HOL, A STP-FIN, F NWY-SWE, F DEN sup F NWY-SWE
France (+0): (Herb Barents) F MAO-NAF, F SPA(s)-WME, A GAS-MAR, A PIC-BUR,
A BUR-RUH, A BEL sup A BUR-RUH
Germany (-0): (Jack McHugh) Retreat A HOL-RUH. A RUH-HOL (annihilated),
F KIE sup A RUH-HOL, A MUN sup F KIE, A SIL sup A MUN
Italy (-1): (Michael Alterio) A VEN-TRI, A TUS-PIE, F TYS-ROM, F TUN-ION
Russia (-2 or 3): (David Pierce) A UKR sup TA SEV-MOS (ret GAL, SEV?), F SWE-NWY
(ret SKA, GBO, BAL?), A LVA sup TA MOS-STP
Turkey (+1 or 2): (Douglas Kent) F EME-ION, F CON-AEG, A BUL sup AA SER-RUM
(no such order), A MOS-STP, A SEV-MOS

GM to Europe: A separation of seasons is hereby proclaimed!
Autumn retreats and Winter adjustments only for next time, please.

Paris: The Flying Dutchie Boy has been in meeting with the
Italians for weeks. "It seems like they do not understand what I'm
saying. I wish they'd talk with me." The next meeting is set for
the bedroom. Maybe they will open up there. Love those foreign
affairs.

Brest: The Flying Dutchie Boy is on leave. It seems that he has
been overworked. "The Queen, the Queen," is all he would say.

Berlin: Kaiser Flapper I of the Hoodwink Dynasty read the latest
results with growing anger. "Get me my Chief of Staff," he
growled to his aide, Bwad Wilson.

"Yes, Your Most Annoying One," said Bwad.

Several minutes later, a harried aide appeared. "Well, where is
Johnstein?" asked a now thoroughly disgustipated Kaiser.

"He is gone. We found this."

The aide held out a note in his trembling hands. The Kaiser
snatched it and read it aloud.

"Have left to go over to the enemy. Hope you enjoyed my last
orders. Please forward my mail via either the British or French
Embassies."

"Dagnab him!" The Kaiser paced the room. He called for
Bwad. "I've got to have a new Chief of Staff. Give me a name."

Bwad thought for a moment and said, "I know — how about
Larry Perry?"

"Arrest that man!" screamed the Kaiser, pointing at Bwad.
"Traitors! I am surrounded by traitors," lamented the Kaiser as
Bwad was dwagged away.

The Kaiser decided on Ig Lew. "He's pretty smart," thought the
Kaiser. "If we can just get him away from the Scrabble board."

From Another Land II: Two men are in a spacious office in
huddled conversation. Even their whispers cannot conceal the
urgency in their voices.

Duke Deal: "I don't know where it is. I've looked everywhere."

Van Johnstein: "Well, we've got to find it; I don't want to have
gone through all this with nothing to show for it!"

Another aide enters. Van Johnstein exclaims, "Schultzie, have
you found it?"

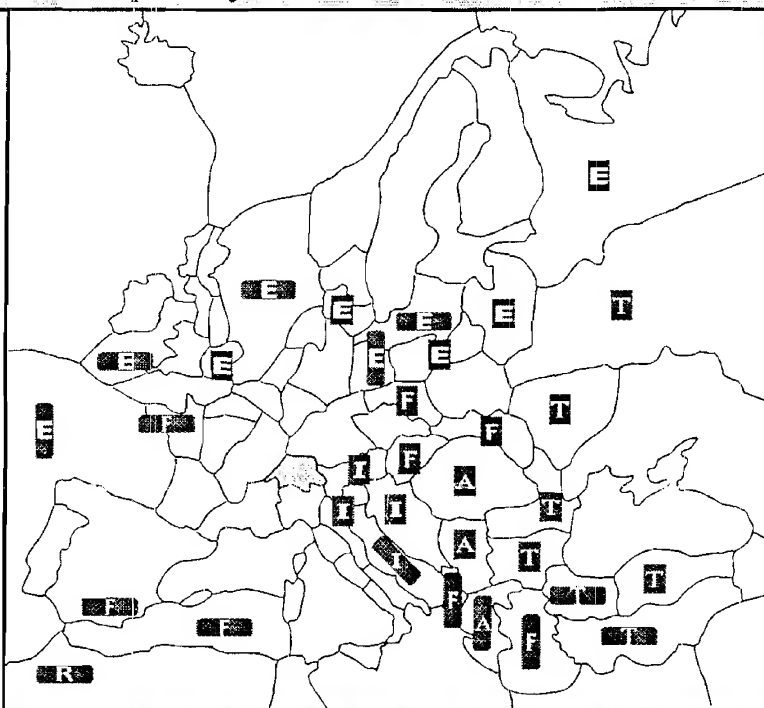
Schultzie: "No, I can't find the key to the royal vault anywhere;
but I've got an alternative." (Holding out a bundle of dynamite.)

Deal: "Do you know how to use that stuff? We don't want to
bring the whole building down; at least not yet, anyway."

Atropos - Gunboat Diplomacy 1991 HCrb32 - Autumn/Winter 1906/Spring 1907

**AUSTRIANS
DETERMINED
TO LOSE TRI**

**ROOSKIES'
SEA ROAD
TO MOROCCO**



*
Supply Centers
*

Austria: 4
BUD, SER, GRE, TRI
England: 10
LON, LPL, EDI,
HOL, SWE, DEN,
NWY, KIE, STP, BER
France: 8
PAR, MAR, BRE,
SPA, POR, BEL,
MUN, VIE
Italy: 4
ROM, NAF, TUN, VEN
Russia: 1
WAR
Turkey: 7
CON, ANK, BUL, RUM,
SEV, SMY, MOS

Austria:	Retreat A VIE-BUD. Remove A ALB. F GRE sup IF ADR-ION (no such order), A VIE sup A TRI (no A VIE), A TRI sup A VIE (annihilated), A SER sup A TRI, A BUD hold (unordered)
England:	Build A EDI, A LON. A EDI-DEN, F NTH con A EDI-DEN, A DEN-PRU, F BAL con A DEN-PRU, F BER sup A DEN-PRU, A LON hold, A LYA-WAR, A STP-MOS, F NAO-MAO, F IRI sup F NAO-MAO
France:	Build F MAR, F BRE. F MAR-SPA(s), F BRE hold, F WME hold, F ION-ALB, F AEG-BUL(s), A MUN-SIL, A BOH-GAL, A VIE sup A BOH-GAL
Italy:	A VEN-TRI, A TYO sup A VEN-TRI, F ADR sup A VEN-TRI, A TUS-VEN
Russia:	Remove A GAL. F MAO-NAF
Turkey:	Build F ANK. F ANK-CON, F CON-SMY, A SMY-ANK, A BUL sup A RUM, A RUM sup A BUL, A UKR-WAR, A MOS sup A UKR-WAR

GM to Europe: Neither proposed draw passes. The E/F/I got 3 Yes and 2 No votes; the E/F/T got 2 Yes and 3 No votes. New proposals: E, E/F/I, E/F/I/T.

Italy to Turkey: No offense, but if you think I'm voting for a tie that excludes me....

Turkey to World, continued: I mean, no offense or anything, but I'm the third biggest guy here. Granted, I didn't exactly go along with France's attempts to conquer Asia Minor, and England and I keep bumping heads. I'd go for the four-way if you'd like, but for now I'm afraid the E/F/I is out of the question. You can't ignore me and hope I'll go away, so either include me or roll up your sleeves.

Turkish Navy to French Fleet: Your presence in our territorial waters can no longer be tolerated. Ample warning has been given. We will now harass the boogums out of you until you leave. This includes (but is not limited to) loud rock music at 3:30 a.m., painting your flagship pink, sending naughty messages by Morse code and semaphore, prank calls with lots of heavy breathing, and scribbling strange perverted messages on your walls.

France to Germany: Hey, we were never allies, and you never did anything to further my interests. So why the outrage? Besides, I didn't carve you up — I just picked up some of the leftovers.

France to Russia: Be a sport. You have no play over here. We'll let you survive if you throw in with us.

France to Turkey: Come on, you know you don't deserve the draw. The only centers you've taken were from a weakened Russia. There's no point in simply being obstinate. And how can you stop us? We've given no sign that any of us will stab the other, so that's a distant hope. And if you continue to veto the draw until you're "a one-center weakling," I'll veto it until you're eliminated. There are a lot of games that haven't been played yet. Let's move on.

France to Austria: You've put up a good fight, but you're completely outnumbered and your Turkish friend is of no help to you. Move against him and we'll be happy (I think I can speak for my allies here) to let you survive. Besides, it will shorten — given his attitude — what is a hopeless struggle. He's given you no assistance anyway, and the only

Our only regret is that we didn't get the knockout blow to Austria we were looking for. Remember, it was Austria who was making threats against the entire West. It was Austria who said he didn't have any vested interest in the game.

Italy was and is trying to do the West a favor by taking Austria out. Too bad that it now appears that the Germans seem willing to let the Turks reap the benefits of our actions. **Italy to France:** Please note that my army is in Apulia, not Tuscany as is shown on the map.

Obviously I am not interested in a war with France. In fact, I am now willing to allow French fleets to pass through the Med *if* you would be using them to fight the Austro-Turk war machine.

Frankly, I am beginning to get a bit sick of the German's constant attempt to set us to fighting again. So, if you wish to pursue a war with Germany, Italy will lend our aid. It's obvious that Germany has no stomach for fighting Austria or Turkey, so who does that leave? You and/or me.

So, sure, Germany wants to see France and Italy fighting, so he can pick up the pieces.

I think we are both too smart to do Germany's bidding any more.

Italy to Germany: I don't know what I have done to offend you. I *thought* I was playing to your tune. When you suggested that France and I make peace, we made the peace. When you suggested that Austria was an irritant (when Austria occupied Munich — remember?), I attacked your foe.

So what do I get? An unrelieved stream of German agitation for war against Italy and whining to Austria. ("It's not me.")

So, don't worry about me asking for help against France. I don't see France as my enemy. I see Turkey and Austria as my enemy, and you can join in that fight if you have the guts for it.

Otherwise, if France decides to attack you, you may rely on me to side with France.

Italy to Turkey: O.K., so let's *not* be gentlemen about this.

+++++



Atropos press, continued:

kind he's likely to give is of the sort he gave his friend Russia.

France to England: If you're in MAO and I'm in SPA, please support me to POR if that's where our Rasputin has holed up. In exchange, I'll help you into MOS. And don't worry about F BRE: It's the "S.S. *Neversail*."

England to France: I've written my orders conditionally based on the Russian removal. If he removed the fleet, I held my line. If the fleet remains, I'm chasing him. Otherwise I'm bringing up my armies to stop the Turk's advance northward. I hope you and Italy can finish Austria quickly to stem the Turkish tide down south.

Italy to Austria: I'm told it feels good to stop hitting one's head against a brick wall. Maybe I'll find out for myself one day.

Italy to France: This time, for sure!

Italy to Turkey: First help us finish Austria, *then* argue with the Frogs.

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Diplomatic Chess – Take Two

As the Diplomatic Chess game between Lawrence Watt-Evans and David Schlosser nears its conclusion, I thank both players for trying out this crossbreed variant for me in its relatively unpolished form.

Having now seen the game played as I originally envisioned it, I think it will be much improved by a couple of major changes which I am here proposing. (I use the term "piece" to include pawns here.)

First, each player orders *two* of his pieces rather than one. Each piece may be ordered either to move or to support. As in Diplomacy, support is ordered for a piece holding on or being ordered to a square to which the supporting unit could itself be ordered to move. Pawns support diagonally (as they capture), not vertically (as they move). A supported piece may be captured not by an ordinary order to capture, but only by a supported order to capture. (The attacker has an advantage, as in Chess, but support provides resistance.) Support is cut if the piece ordered to support is attacked by a piece coming from a square other than the one into which the support is ordered (as in Diplomacy).

As in my original rules, a standoff results when two (or more) unsupported or equally supported pieces are ordered to the same square. A piece which stays in place due to standoff *is* liable to capture.

Second, a piece ordered to capture is in effect ordered to the square where the capture was to be made, and goes there even when the target piece moves, and *even when two pieces are ordered to capture each other*. But if the target piece moves *and* the opponent's other piece is ordered to the target square, the resulting standoff leaves the attacking piece in its original square, where it is liable to capture by the target piece.

The game is won by capturing the opponent's King or by being in a position of rendering check for three consecutive turns. If both players achieve a winning condition simultaneously, the game is a draw. Failure to submit moves will be construed as a concession to the other player.

Am I overlooking anything crucial, or do these rules seem like they should produce a playable game?

If the latter, please humor me by signing up to try it out! Send me orders for your first move, and I'll pair you up with another interested player. I'll make the gamefee for this a mere \$1 (just to make sure you really want to play). How about it?

Yer Blues #43

Stven Carlberg for ALPS in Sept. 1992

Time for the Top Ten "what I've been listening to lately":

1. Ingénue – K.D. Lang
2. Song to a Seagull – Joni Mitchell
3. Extensions – Manhattan Transfer
4. Morrison Hotel – The Doors
5. Sgt. Pepper's – The Beatles
6. Infinity Within – Deee-Lite
7. Flute Quartets Nos. 1-4 – Mozart
8. Brazilian Romance – Sarah Vaughan
9. Mystery Girl – Roy Orbison
10. Return -- The Dave Clark Five

Donna and I saw K.D. Lang perform at the Fox Theatre the night before we left for WorldCon. Ms. Lang is a terrific singer and has a wonderful way with an audience. The last time she came to Atlanta, her show sold out before I got tickets; this time I called for tickets the day they went on sale, and consider myself lucky to have gotten two seats in the top balcony. Binoculars would have helped, but the sound was fine and we were as enraptured by the performance as the rest of the crowd. This was the most attentive audience I have ever seen. Not only did we know the star's repertoire of songs extremely well, we also paid close attention to her talking between songs. At one point, while we waited expectantly to hear what K.D. would say next, I was struck by the fact that the entire hall was quite silent in anticipation. Her monologs shifted easily between the serious, the histrionic and the hilarious, and formed an excellent bridge from song to song and theme to theme.

The new album is wearing very well with me. Apparently the vast majority of the crowd was just as familiar with it and as delighted by it as I. The show was built around its songs (taken generally at a tempo just a hair slower than the recorded versions), and every bit of it was heralded by appreciative applause. By the end of the evening, we were downright cheering, and K.D. rewarded our adulation with four encores. We left the theatre discussing the question of whether *any* female singer as good as her is working today.

Her personality is very engaging as well. Her boyish charms and her girlish charms are mingled self-consciously but seamlessly, so that she can belt out "Tall in the Saddle" and bubble through "Miss Chatelaine" one right after the other and simply leave the incongruity as relish. She moves back and forth between her boyish and girlish singing ranges with the same fluidity, never sacrificing style to

gimmick and always right in tune, even when the vocal leaps become rather more acrobatic than usual. It was also a performance rich in gesture, sensitive to implication, ready with wit. Friends, it was truly most impressive.

(*)(*)(*)

Here's an interesting challenge — if you happen to enjoy idiotic hypothetical problems involving matters of aesthetic taste and sheer commercialism.

Suppose you had the power to put together a band of any seven musicians in the world today. They would prepare for six weeks, then perform for one night only at the venue of your choice. The concert would be recorded live and released commercially in every conceivable format. Who would be in your ideal band?

Just to make matters worse, consider the problem first from the angle of musical greatness, second from the angle of how big a buck you could make, and third from the angle of trying to split the difference.

And remember, you've got to have the essential instruments covered! These people are actually going to perform as a band, not simply put their names on an album with a sheaf of studio musicians.

(*)(*)(*)

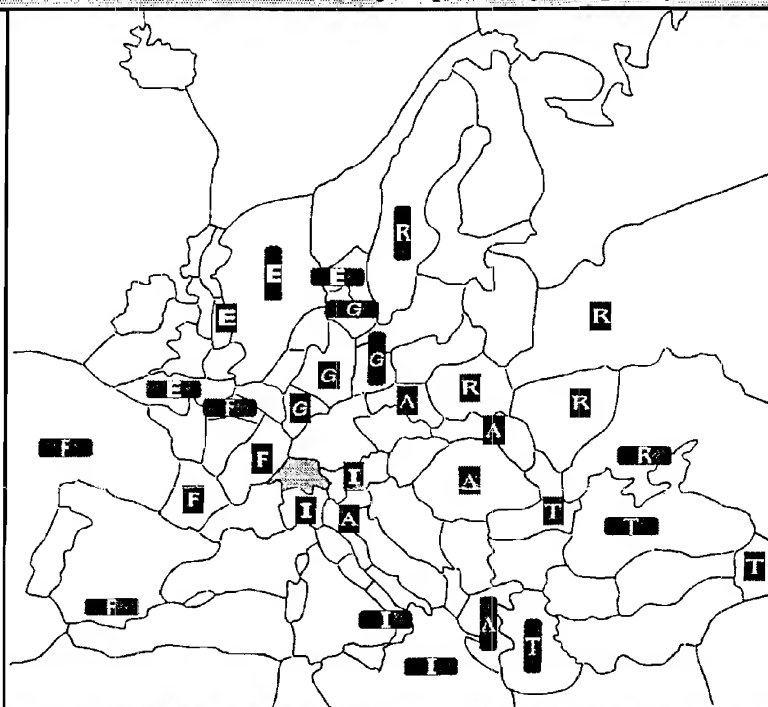
It's awfully nice to be able to welcome Lynn Maudlin to the directorship of this fair apa. Lynn's good humor and endless affection for us petty page pounders have been terrific assets for ALPS in these last few years, and I think putting her in charge of things is a swell idea!

The world of popular music is so incredibly diverse and disconnected these days.... There are pockets of focus — MTV, or various FM radio "target audience" concepts, or the people who think that "eclectic" designates a particular style, for a few horrible examples — but none that has much to do with *my* musical tastes, and none that delivers any music that at the same time has worldwide appeal and seems "important" in any sense of the word beyond the commercial. ALPS, over the years, has helped make some connections for me amongst the various types of *good* music. The world being what it is today, I think we need ALPS now, more than ever. So I'll see ya next mailing.

Nonsuch ~ A New Game of Diplomacy ~ Spring 1902

**INTERESTS
CONFLICT IN
BELGIUM**

**AUSTRIANS
MOVE ON
ITALIANS**



**HUNS PLAY
WAITING
GAME**

**SULTAN
POWERS INTO
RUMANIA**

Austria: (Brian Cannon) A TRI-VEN, F GRE-ION, A GAL-SIL, A RUM-GAL, A BUD sup A RUM-GAL
England: (Stan Johnson) A YOR hold, F LON-ENG, F NTH-BEL, F NWY-SKA
France: (Michael Castille) A BUR-BEL, A SPA-GAS, F MAR-SPA(s), F POR-MAO, F BRE-PIC
Germany: (Jon Rosenthal) NMR! Has F BER, A KIE, A RUH, F DEN
Italy: (Ward Batty) F TUN-ION, F NAP sup F TUN-ION, A TUS-PIE, A VEN-TYO
Russia: (George Inzer) A UKR-RUM, F SEV sup A UKR-RUM, A MOS-UKR, A WAR sup A MOS-UKR, F SWE hold
Turkey: (Peter Fuchs) A ARM-SEV, A BUL-RUM, F BLA sup A BUL-RUM, F CON-AEG

GM to Europe: No word from our German player. Austin is a pretty distracting place, I'll bet. Would **Patrick Conlon** please submit standby orders for the German position?

F SWE enjoys a well deserved shore leave.

Moscow: An eerie quiet fell on the darkening Russian evening. The troubled Tsar contemplated his fate. Did there exist an ally for Russia anywhere in the world? Only time would tell.

Vienna to Moscow: *What* have you done with my courier!?

Moscow to Vienna: Oops! Your courier was mistaken for a Galician insurgent spy and was summarily shot on the spot. The spot was near Minski, I think. Please try again.

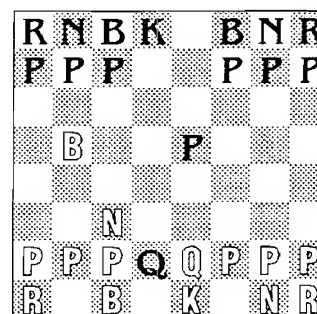
Moscow to Berlin: No, I'm not mad, as in crazy. You send me words of peace while using my name in vain all over Europe. If you continue to tie your fate to Austria's, you will suffer.

Moscow to London: Look! No new Russian fleets to disturb you. Your aid against the Central Powers would be greatly appreciated. So I hope you conclude your business with France quickly. In the meantime, you need not fear the Russian. We are holding the line, at least!

Diplomatic Chess Corner:

White (Watt-Evans) Black (Schlosser)

- | | |
|-----------|-----------|
| 1. P-K4 | 1. P-Q4 |
| 2. PxP | 2. P-K4 |
| 3. B-N5ch | 3. QxP |
| 4. Q-K2 | 4. K-Q1 |
| 5. N-QB3 | 5. QxQPch |
| 6. KxQ | 6. QxKch |



Looks bad for white!

Hoodwink Mailing List

- (38) Michael Alterio, 338 Crescent Ave., Apt. 19, Buffalo NY 14214
- (00) Lon Atkins, 1101 Valley Circle, Costa Mesa CA 92627
- (26) Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
- (00) Herb Barents, 17187 Wildemere, Detroit MI 48221
- (00) Ward Batty, 931 Forest Park Lane, Suwanee GA 30174
- (31) Brian Cannon, 2031 Linauer Drive, La Habra CA 90631
- (32) Michael Castille, 3201 10th Street, Port Arthur, Texas 77642
- (42) Patrick Conlon, 7180 Shoreline Drive #5110, San Diego CA 92122
- (40) Peter Fuchs, 9105 Walking Stick Trail, Raleigh NC 27615
- (31) Gene Gesner, 15103 Alexis Drive, Tampa, Florida 33624
- (00) Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
- (00) Michael Handiboe, 803 S. Mobile Apt. 12, Russellville AR 72801
- (44) Karl Hoffman, 250 Harris St. D5, East Stroudsburg PA 18301
- (00) Cecil Hutto, 1609 Filhiol, Monroe LA 71203
- (00) George Inzer, 1755 Ashville Road, Montevallo AL 35115
- (26) Stan Johnson, 10 Pine Street, Edison NJ 08817
- (00) Douglas Kent, 54 W. Cherry St. #211, Rahway, NJ 07065
- (29) Mark Lew, 5390 Broadway #2, Oakland CA 94618
- (29) David McCrumb, 3636 Oldtown Road, Shawsville VA 24162
- (00) Jack McHugh, 280 Sanford Road, Upper Darby PA 19082
- (26) Steven McKinnon, 71 Chestnut #14, Albany NY 12210
- (00) Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515
- (27) Paul Milewski, 4380 Eastwood Drive #2101, Batavia, Ohio 45103
- (34) Matthew Miller, 406 Carroll Hall, Notre Dame IN 46556
- (00) Larry Peery, Box 620399, San Diego CA 92162
- (26) David Pierce, 8503 Coran Drive, Cincinnati OH 45255
- (30) David Polley, 2504 Huntwick #1007, Austin TX 78741
- (29) Bruce Reiff, 2207 Smokey View Blvd., Powell, Ohio 43065
- (30) Jon Rosenthal, 2501 Whitis, 309 Carothers, Austin TX 78705
- (00) Philip Sasse, 5020 Morton Ferry Circle, Alpharetta GA 30202
- (00) Garret Schenck, 40 Third Place, Basement Apt, Brooklyn NY 11231
- (00) David Schlosser, Post Office Box 8084, Eureka CA 95502
- (00) John Schultz, Post Office Box 41-19390 ICH 308, Michigan City IN 46360
- (00) Tim Snyder, Penn State Univ., #130 Atherton Hall, University Park PA 16802
- (27) Lawrence Watt-Evans, 5 Solitaire Court, Gaithersburg, MD 20878
- (28) Brad Wilson, Post Office Box 126, Wayne PA 19087
- (34) Frank Wranovix, 710 N. Belvedere, Memphis TN 38107
- (00) Andrew York, Post Office Box 2307, Universal City TX 78148

Four of you hit the final issue of your subscriptions with the next issue of **Hoodwink**: Peter Baker, Stan Johnson, Steven McKinnon, and David Pierce! Hey, guys, please ante up again!

Standby List: Thanks to these good people for standing by to take over in case a player drops out of a game! (Let me know if you want on or off this list.) Pierce, Preston, Alterio, Wilson, Conlon, Kent, Johnson, Wranovix, Gesner, Gonsalves, Schultz, McKinnon, Schlosser

Game Openings: I think we have enough signed up to start a new Gunboat game! (Confirmation notes go out with this issue in case there are last-minute cancellations.) Also, the list of people interested in the next Regular Dip start has reached four! Send \$5 and your preference list if you'd like a shot at getting in on either.

Deadline for all games is Monday, October 26, 1992

Remember, no faxes this time!